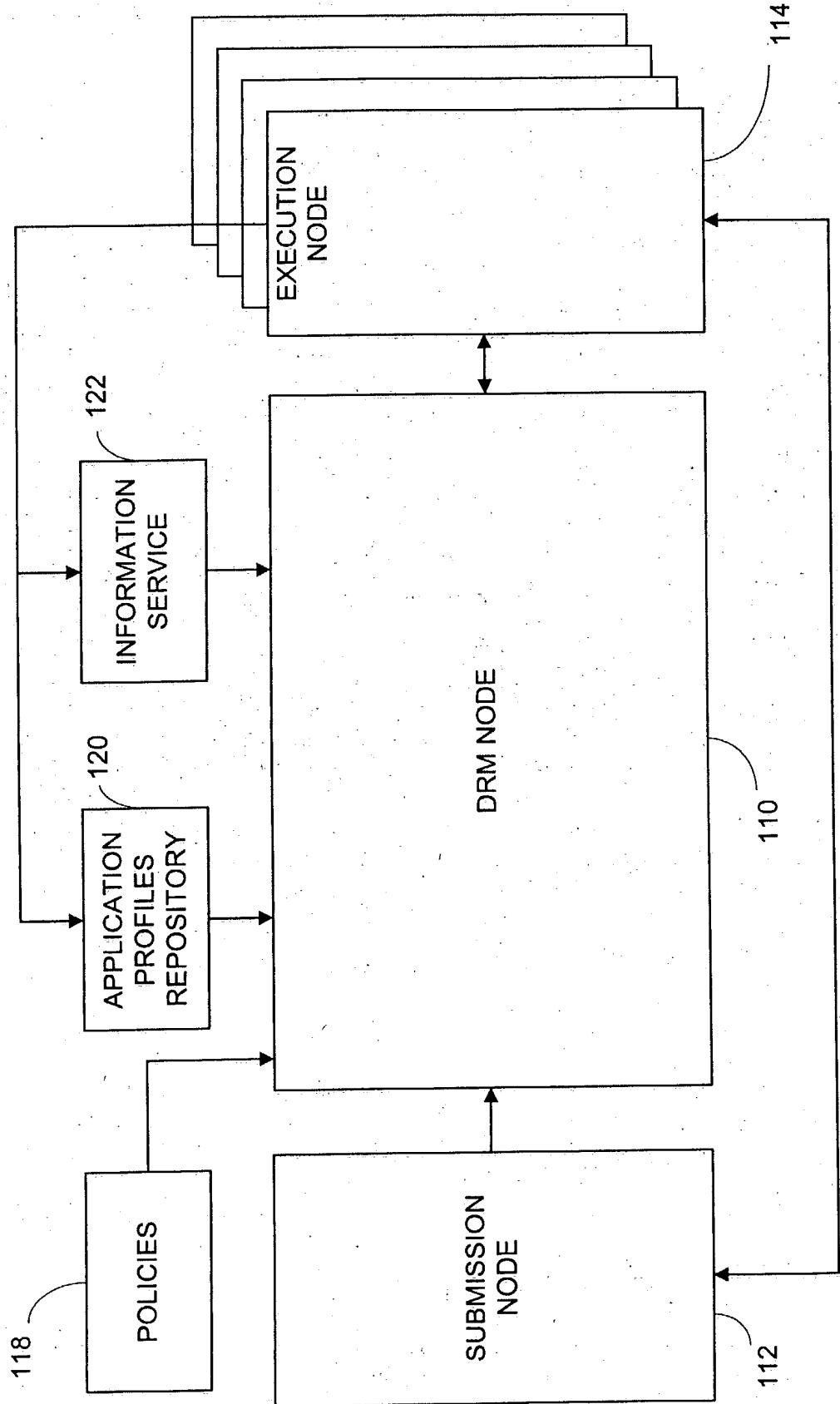
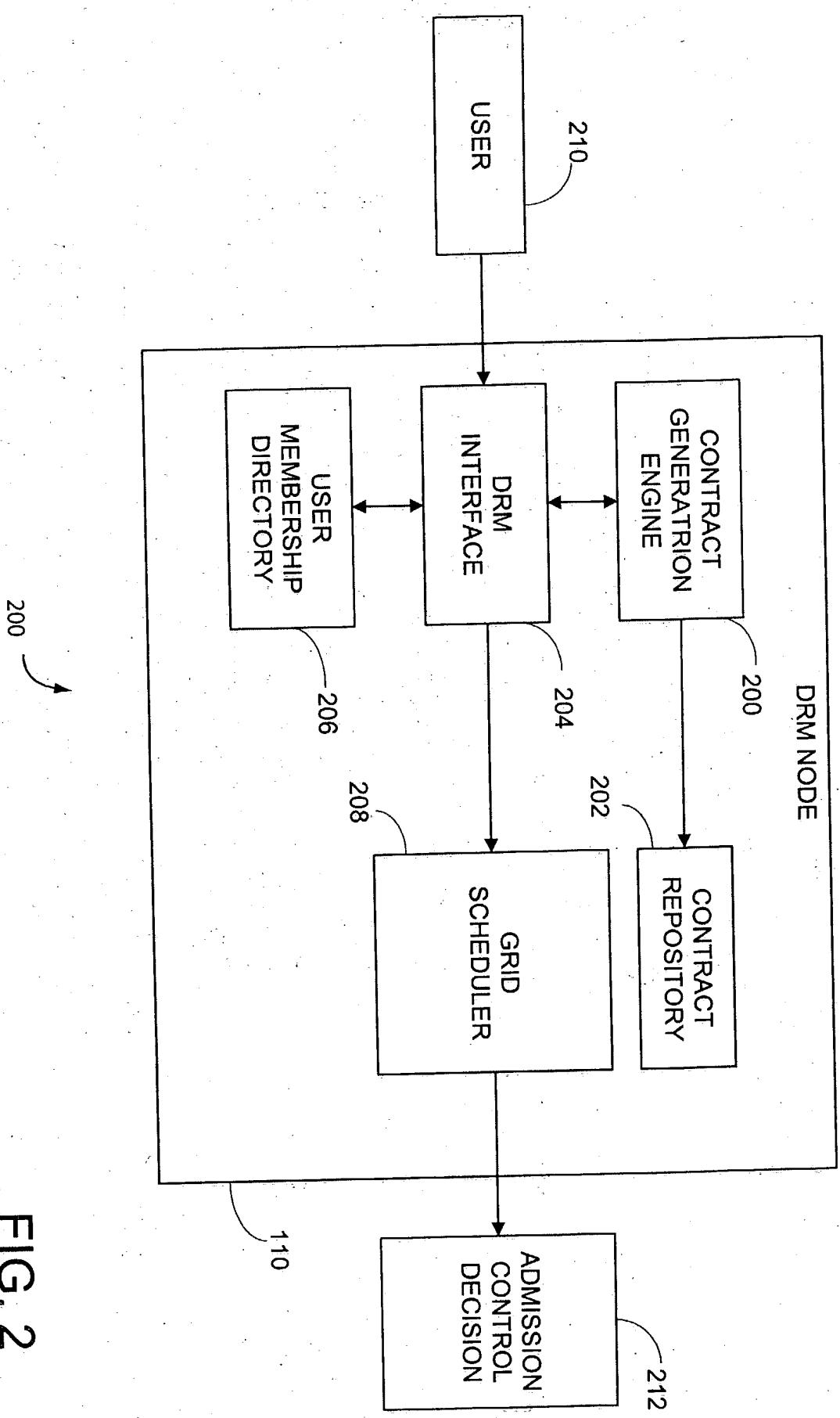


FIG. 1





**FIG. 2**

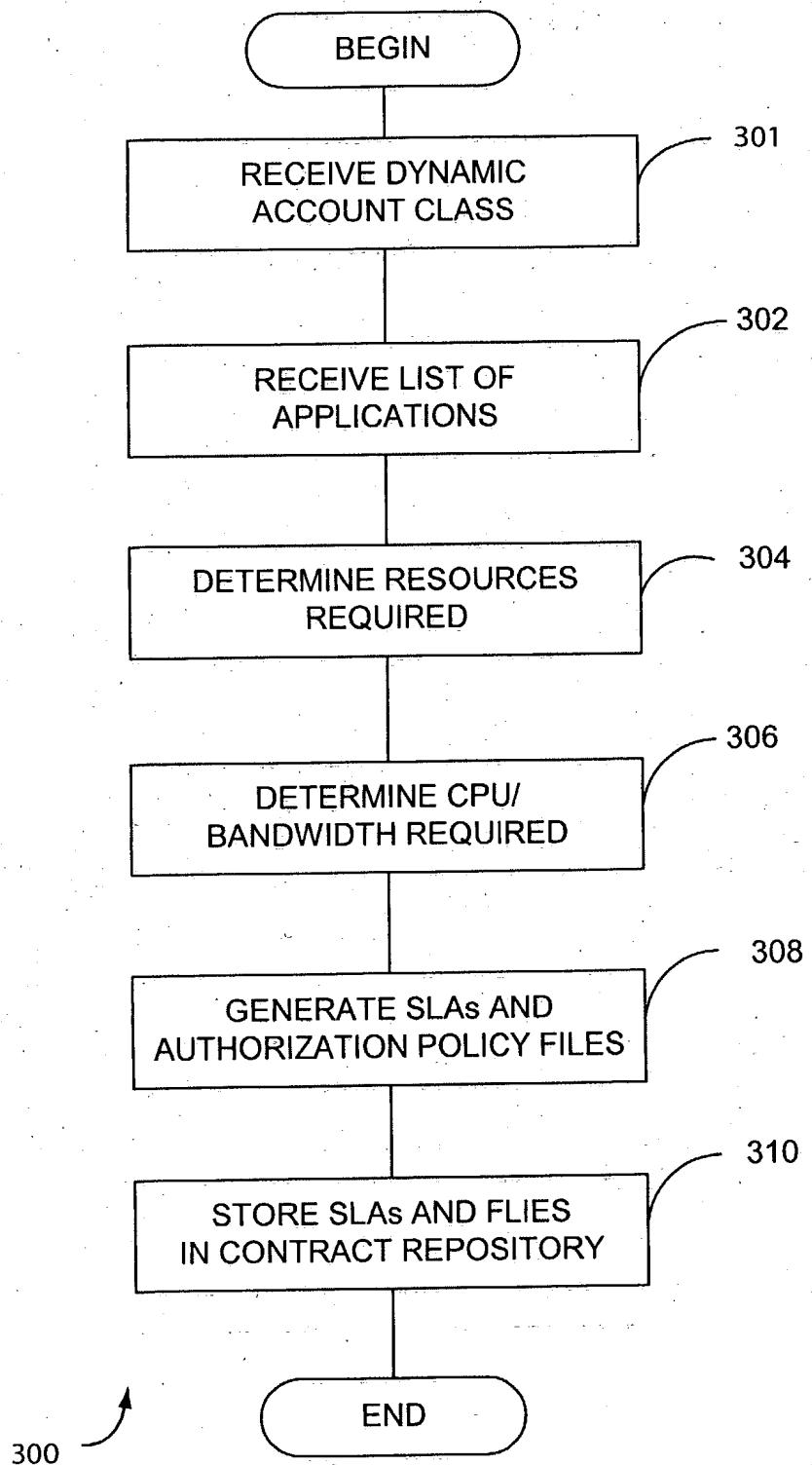


FIG. 3

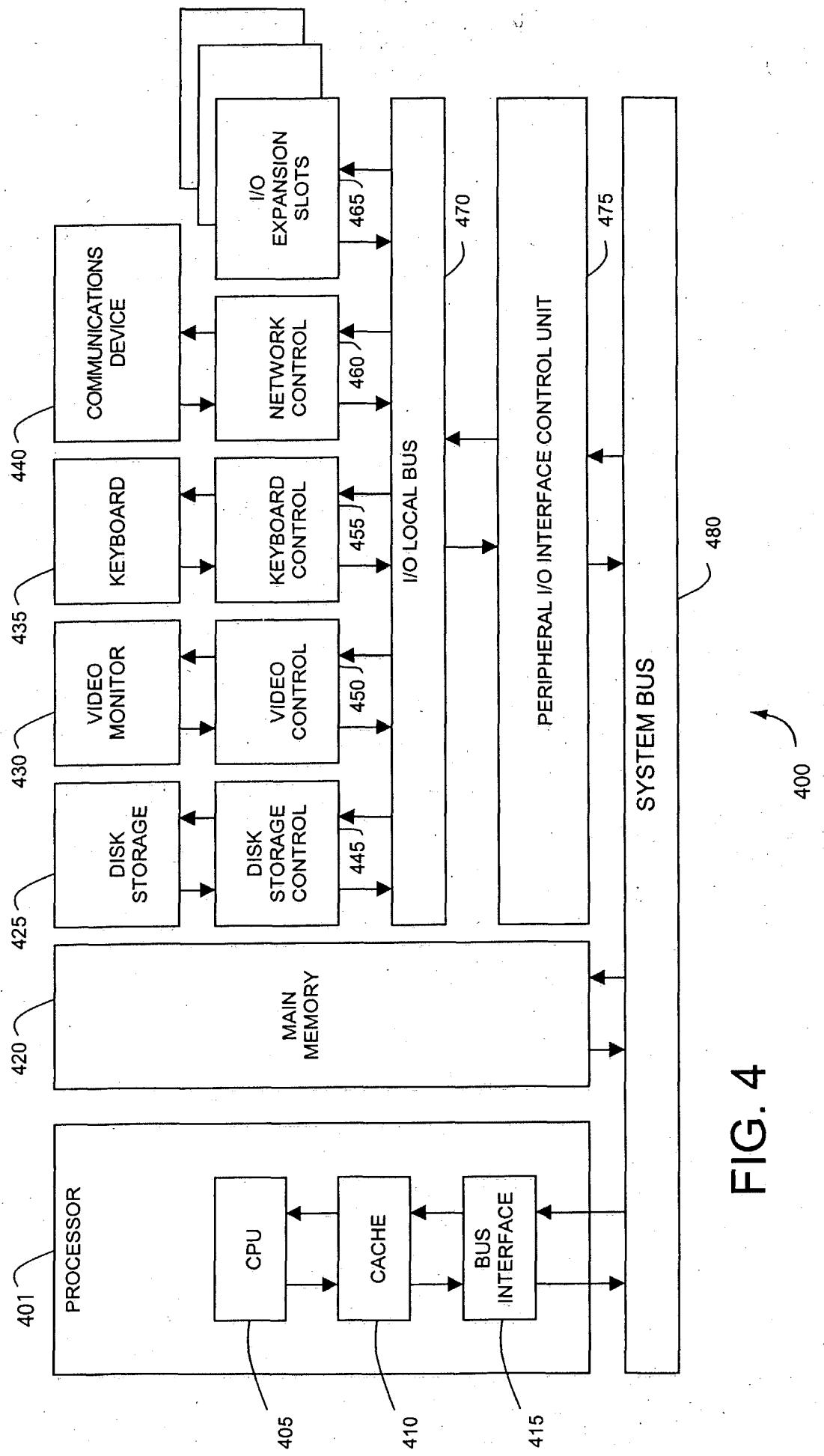


FIG. 4

APPLICATION	CPU REQUIREMENT		CPU REQUIREMENT		NETWORK BANDWIDTH REQUIREMENT	
	ACCEPTABLE FRAME RATE	(REMOTE DISPLAY SERVER)	(APPLICATION)	(REMOTE DISPLAY SERVER)		
	LOW	ALLOWED	LOW	ALLOWED	LOW	ALLOWED
ENGINEERING	-10 FRAMES/ SEC	8 %	10 %	8 %	10 %	15 %
VIDEO	-30 FRAMES/ SEC	20 %	25 %	20 %	25 %	35 %
GAMES	~5 FRAMES/ SEC	3 %	5 %	3 %	5 %	10 %
						15 %

500 →

FIG. 5